

User guide for Nokia Xpress-on™ Fun shell (for Nokia 3220 phone)

9234345

Issue 1

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FOR YOUR SAFETY

Read these simple guidelines. Not following them may be dangerous or illegal.
Read the complete user guide for further information.



QUALIFIED SERVICE

Only qualified personnel may repair this device.



WATER-RESISTANCE

Your device is not water-resistant. Keep it dry.

1. Overview

The Nokia Xpress-on™ Fun shell allows you to make a statement, with or without sound, by waving your Nokia 3220 phone in the air. The shell also includes two motion games that you can play by tilting and moving the phone.

The shell comes with a connector that must be plugged into the phone before the shell can be used. The connector can be found under the shell in the sales package.

This user guide describes how to install the front and back part of the Nokia Xpress-on Fun shell and how to use the Wave message application and the motion games.

Read this user guide carefully before using the Nokia Xpress-on Fun shell. In addition to this user guide, read the user guide of your Nokia 3220 phone, which provides important safety and maintenance information.

When the Nokia Xpress-on Fun shell is installed on the Nokia 3220 phone, it may not be possible to use the phone with some enhancements.

The Nokia Xpress-on Fun shell takes its power from the phone battery. Note that using the shell may drain the phone battery faster.

2. Installation

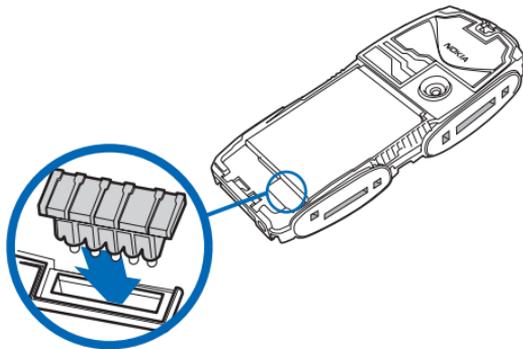


Note: Before removing the cover, always switch off the power from your phone and disconnect the charger and any other device. Avoid touching electronic components while changing the covers. Always store and use the device with the covers attached.

For general instructions on changing the back and front cover of your Nokia 3220 phone, see the user guide that came with it.

To install the Nokia Xpress-on Fun shell and its connector:

1. Remove the original back cover of your Nokia 3220 phone and insert the connector supplied with the shell into the corresponding slot in the phone.



2. Install the front cover of the Nokia Xpress-on Fun shell.
3. Install the back cover of the Nokia Xpress-on Fun shell.
4. Switch on the phone, and make sure that the time and date are set correctly in the phone.

The shell automatically installs the Cover browser application in the *Collection* submenu of the *Applications* menu in your phone.

5. To install the Wave message application and the two motion games, select *Cover browser* in the *Collection* submenu, and select the applications that you want to install. The Wave message application is added to the *Collection* submenu and the games to the *Games* submenu. The installation takes several minutes.

If you do not install all three applications, you can install the remaining ones later using the Cover browser application.

Your device and its enhancements may contain small parts. Keep them out of reach of small children.

3. Using the Wave message application

You can create light messages with the Wave message application. To start the application, press **Menu** in standby mode, select *Applications*, *Collection*, and *Select application*, scroll to *Wave message*, and press **Open** or .

■ Selecting a language for the application

When you start the Wave message application for the first time, the application selects the language that is currently used in the phone if this language is included in the application.

If the phone language is not included in the application, the application asks whether you want to try to download the language using the GPRS (general packet radio service) or HSCSD (high speed circuit switched data) network service. Press **Yes** to download the language or **No** to use English in the application.

To use the GPRS or HSCSD network service, define the browser settings in the *Services* menu of your Nokia 3220 phone for a mobile Internet connection. For more information, see the user guide of your phone.

For the availability of the GPRS or HSCSD service, related fees, and appropriate settings, contact your network operator or service provider.



The actual invoice for calls and services from your service provider may vary, depending on network features, rounding off for billing, taxes and so forth.

■ Creating a wave message containing text

Start the Wave message application and select *Create message*. Key in a message of up to 15 characters. To insert a smiley, press **Options** and select *Insert smiley*.

To show the message in the air, press **Display**. See also Showing a wave message in the air on page 11. To save the message for later use, press **Options** and select *Save*.

You can set the phone to play a sound when you wave the phone in the air: select *Settings* in the main menu of the Wave message application, and select *Sound list*.

■ Creating a wave message containing an image

Start the Wave message application and select *Create image*. Draw an image. When the image is complete, press **Options**, and select *Display* to show it in the air.

While drawing, you can do the following:

- To move the cursor, use the scroll keys. Alternatively, press **2** to move up, **4** to move left, **6** to move right, or **8** to move down.

Using the Wave message application

- If the entire image does not fit in the editing screen, you can select the area to be edited by moving the red-bordered selection frame to the right or left in the smaller screen.
- To select the drawing mode, press **Options**, and select *Change mode* and then *Draw* (to draw a line) or *Normal* (to draw a single dot). Alternatively, press **1** while drawing. The drawing mode indicator is shown at the top left corner of the display.

When *Normal* is selected, you can draw a dot or change the color of the current dot by pressing **5**. *Normal* is the default drawing mode.

When *Draw* is selected, you can press **5** to lift the pen (to move the cursor) or to put it down (to continue drawing).
- To activate the eraser, press **Options**, and select *Change mode* and *Erase*. Alternatively, press **3** while drawing. While using the eraser, you can lift it (to move the cursor) or put it down by pressing **5**.
- To fill a closed area, press **Options**, and select *Change mode* and *Fill*. Alternatively, press **7** while drawing. Move the cursor to the desired area and press **5** to fill it.
- To insert another image into the current one, press **Options** and select *Insert image*. Select the folder where the desired image is located (*Archive* or *Templates*), scroll to the image, and press **Insert**. Move the inserted image where you want to add it, press **Options**, and select *OK*. To remove the inserted image, press **Options** and select *Undo*.

- To add text to the image, press **Options** and select *Insert text*. Key in the text and press **Insert**. Move the text where you want to add it, press **Options**, and select *OK*. To remove the text, press **Options** and select *Undo*.
- To save the image in the *Archive* folder, press **Options** and select *Save*.
- To clear the screen without saving the image, press **Options** and select *Clear screen*.

■ Showing a wave message in the air

To show the message, turn the back side of the phone towards the person to whom you want to show it, and wave the phone in the air evenly. The LEDs in the back cover paint the message in the air. The LEDs work best in the dark or with a dark background behind you, and the optimal viewing distance is from 1 to 6 metres.

If the message does not appear in the air, try to wave the phone faster from one side to another. To discover the optimal waving speed and position, you can practice waving your phone, for example, in front of a mirror.

■ Showing a previously created wave message in the air

Start the Wave message application, and select the folder (*Archive* or *Templates*) where the wave message is saved. Scroll to the desired message, and press **Display** in the *Templates* folder, or press **Options** and select *Display* in the *Archive* folder.

If you want to edit or delete a message saved in the *Archive* folder, press **Options**, and select *Edit* or *Delete*.

■ Viewing instructions about using the application

Start the Wave message application, and select *Instructions* and the desired topic.

■ Changing the application settings

Start the Wave message application, and select *Settings*. You can select the sound that is played while you show a message in the air (*Sound list*), adjust the sound volume, or switch the sound on or off.

You can also try to download the same language for the application as the one that is currently selected for your phone (*Language*). The *Language* setting is available only if the language was not selected automatically or if you did not download the language when you started the Wave message application for the first time. For more information, see *Selecting a language for the application* on page 8.

4. Playing the motion games

The Nokia Xpress-on Fun shell includes two motion games, AirExpress and SwampRacer, which you can control by tilting the phone forward, backward, left, or right. These operations are based on an acceleration sensor built into the shell.

To launch either of these games, press **Menu** in standby mode, and select *Applications*, *Games*, and *Select application*. Select AirExpress or SwampRacer, and press **Open** or .

For details on playing the game, select *Instructions* in the main menu of each game.

For general information about using Java™ applications, see the user guide of the Nokia 3220 phone.

■ Game settings

Each game has its own settings that allow you to customize the game according to your needs. You can calibrate the acceleration sensor, set the control sensitivity, and select the control type (for SwampRacer only). To access the settings, go to the game-specific settings menu and select the desired option.

To calibrate the sensor, hold your phone for one second in the normal position where you want to keep the phone while playing.

Playing the motion games

The control sensitivity setting allows you to define how much you need to tilt the phone to steer the airboat or airplane. You can also change the sensitivity while playing by pressing one of the keys 1 to 5.

The control type setting allows you to define how the vehicle behaves when you steer it in the SwampRacer game.

■ AirExpress

AirExpress lets you fly freely around an exotic archipelago. Watch out for whales and erupting volcanoes as you pop balloons in racing mode or deliver various packages in delivery mode.

You can steer the plane by tilting the phone. For more information, select [Instructions](#) in the AirExpress game.

■ SwampRacer

SwampRacer is a high-octane airboat racing game, set in the boggy swamps.

You can steer the airboat by tilting the phone. For more information, select [Instructions](#) in the SwampRacer game.

Care and maintenance

Your device is a product of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage.

- Keep the device dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the device in dusty, dirty areas. Its moving parts and electronic components can be damaged.
- Do not store the device in hot areas. High temperatures can shorten the life of electronic devices, damage batteries, and warp or melt certain plastics.
- Do not store the device in cold areas. When the device returns to its normal temperature, moisture can form inside the device and damage electronic circuit boards.
- Do not attempt to open the device other than as instructed in this guide.
- Do not drop, knock, or shake the device. Rough handling can break internal circuit boards and fine mechanics.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the device.
- Do not paint the device. Paint can clog the moving parts and prevent proper operation.
- Use a soft, clean, dry cloth to clean any light sensors lenses.

If the device is not working properly, take it to your nearest authorized service facility for service.

